EA SPORTS™

TIGER WOODS PGA TOUR® 2001

PGA TOUR®

EVERYONE

CONTENT RATED BY ESRB

WARNING:

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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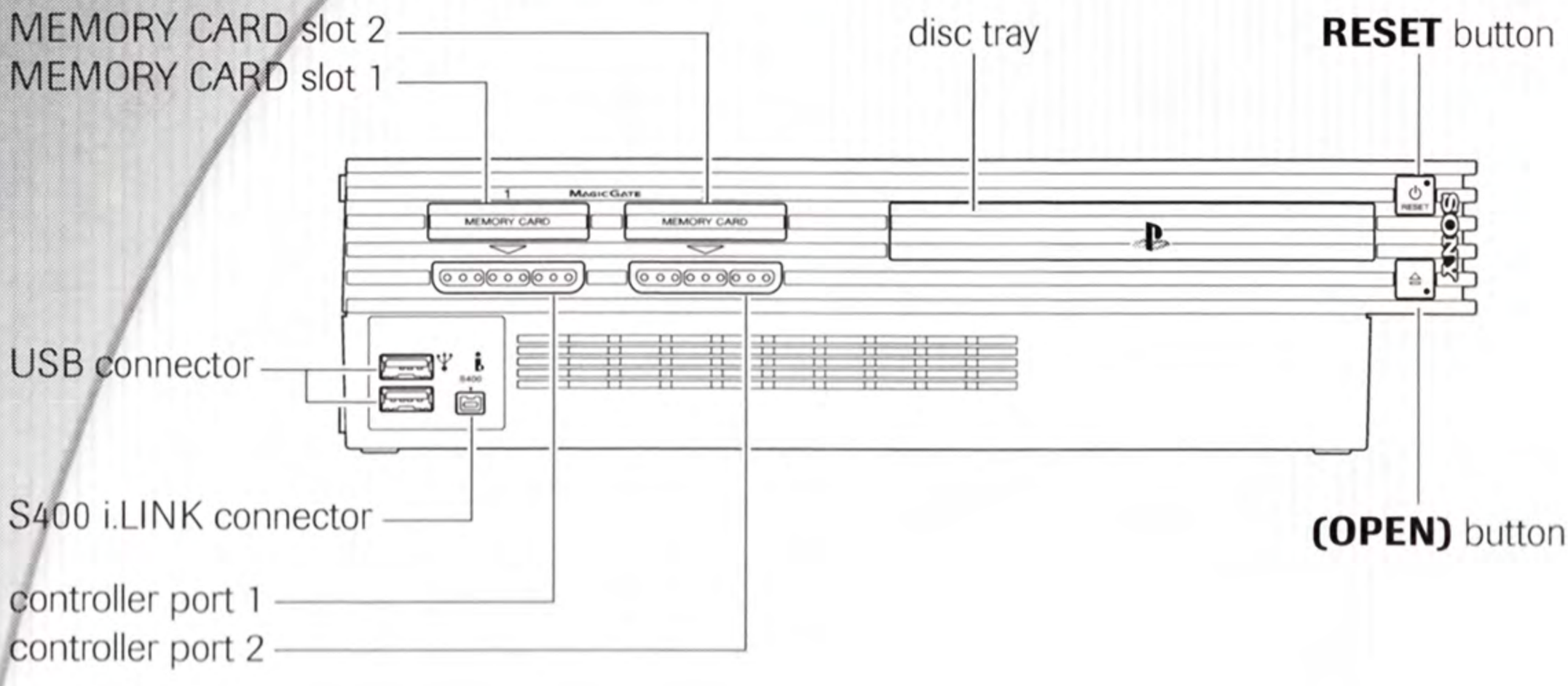
For more info about this and other titles, check out EA SPORTS™ on the web at **www.easports.com**.

GETTTING STARTED

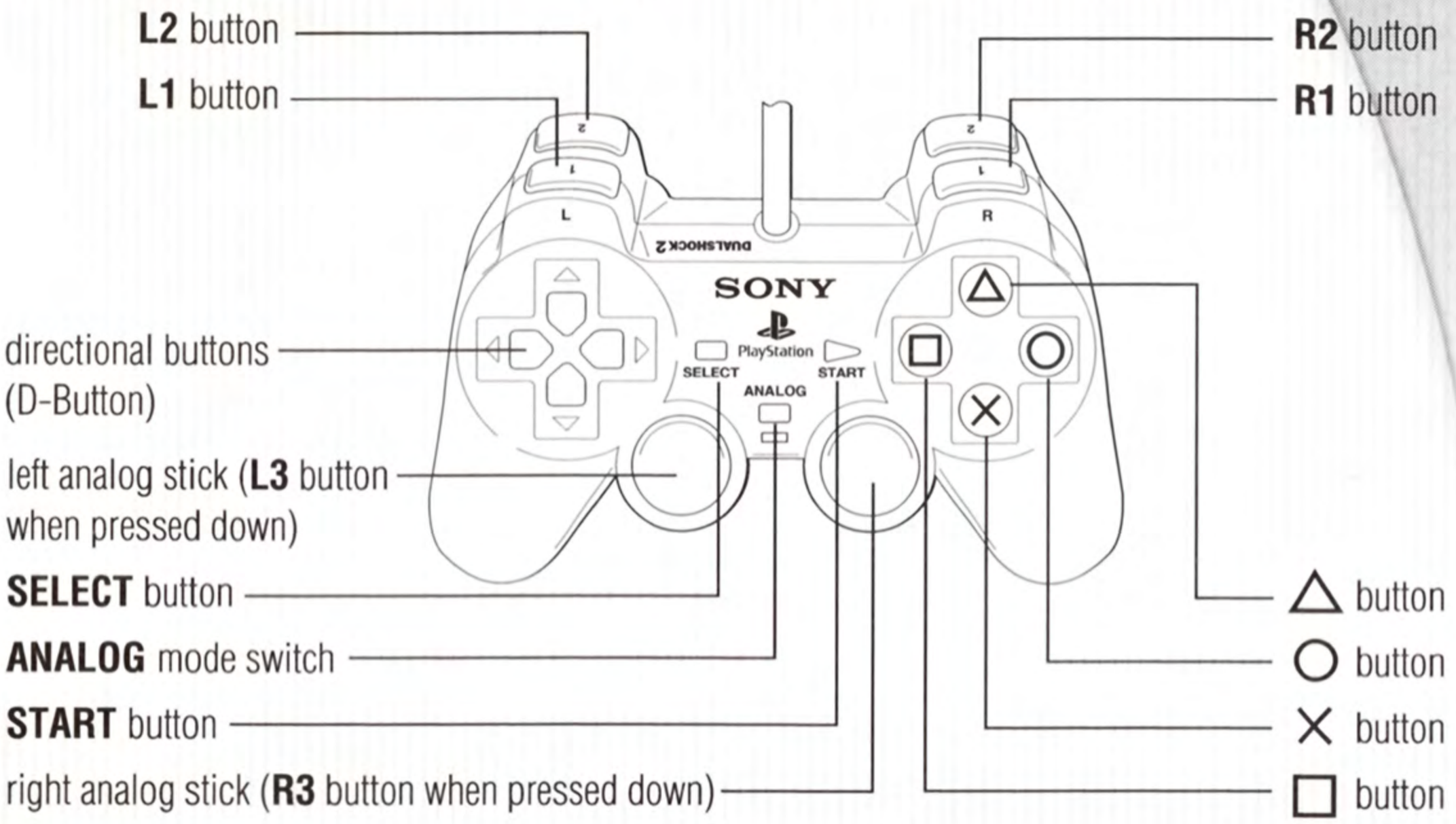
PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



1. Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the OPEN button and the disk tray will open.
4. Place the *Tiger Woods PGA TOUR® 2001* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

COMMAND REFERENCE

DUALSHOCK™ 2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

ACTION	CONTROL
Highlight menu item	D-Button ↕
Change highlighted item	D-Button ↔
Select highlighted item	✖
Cancel/Previous menu	▲

COMPLETE CONTROLS

Learn these *Tiger Woods PGA TOUR 2001* controls, grab a club and get "in the game."

GAMEPLAY (OFF THE GREEN)

ACTION	CONTROL
Analog Swing	left analog stick or right analog stick ↕
Aim	D-Button
Lie Grid	▲
Zoom Aim	●
Shot Select (Full/Pitch/Chip/Punch)	■
Shot Info	✖
Switch Club	**L1/L2**
Elevated Camera	**R1**
Adjust Ball Position	**R2**
Pause (In-Game menu)	**START**

GAMEPLAY (ON THE GREEN)

ACTION	CONTROL
Analog Swing	left analog stick or right analog stick ↕
Aim	D-Button
Read Green (hole view)	▲
Zoom Aim	●
Putt Info	■
Read Green (golfer view)	✖
Putt Info	**L1/L2**
Rotate Camera (while reading green)	**R1/R2**
Pause (In-Game menu)	**START**

NOTE: If you want to fast forward through a CPU golfer's ball flight or ball roll during a shot, press ▲.

INTRODUCTION

Grab your clubs and aim for the greens! It's *Tiger Woods PGA TOUR 2001* for the PlayStation 2 console. Compete in seven different game modes in the only game that let's you play as or against golf's No. 1 player, Tiger Woods.

GAME FEATURES

- **Real PGA TOUR® Golfers**—Tiger Woods and the five-featured PGA TOUR Pros have been accurately modelled with expressive facial animations along with their own distinctive motion-captured swings.
- **Authentic Pro Courses**—Play on three of the challenging Monterey courses. Swing away at the Pebble Beach Golf Links®, Poppy Hills Golf Course™, or Spyglass Hill Golf Course™. Each hole has been recreated to simulate it's real-life counterpart.
- **New EA SPORTS PGA TOUR Challenge Game Mode**—Compete in 12 demanding events to become the EA SPORTS PGA TOUR Champion.
- **New "Play Now" Game Mode**—Don't have the time to play through a four-round tournament? Try your luck at one of the 21 different Play Now scenarios. Complete them all and unlock Tiger's signature red shirt.

SETTING UP THE GAME

CLUBHOUSE

From the Clubhouse (Main Menu), you can access all the *Tiger Woods PGA TOUR 2001* game modes including the Play Now scenarios. You can also set up your game, change your options, or load a previously saved game from this menu. The links are a few shorts steps away.

Load game (➢ *Saving and Loading* on p. 18)

Change the game options (➢ p. 18)

Preview other titles from EA SPORTS

Play Now: Throw yourself in the middle of a challenging scenario. (➢ p. 16)

Access the *Tiger Woods PGA TOUR 2001* game modes (➢ p. 16)

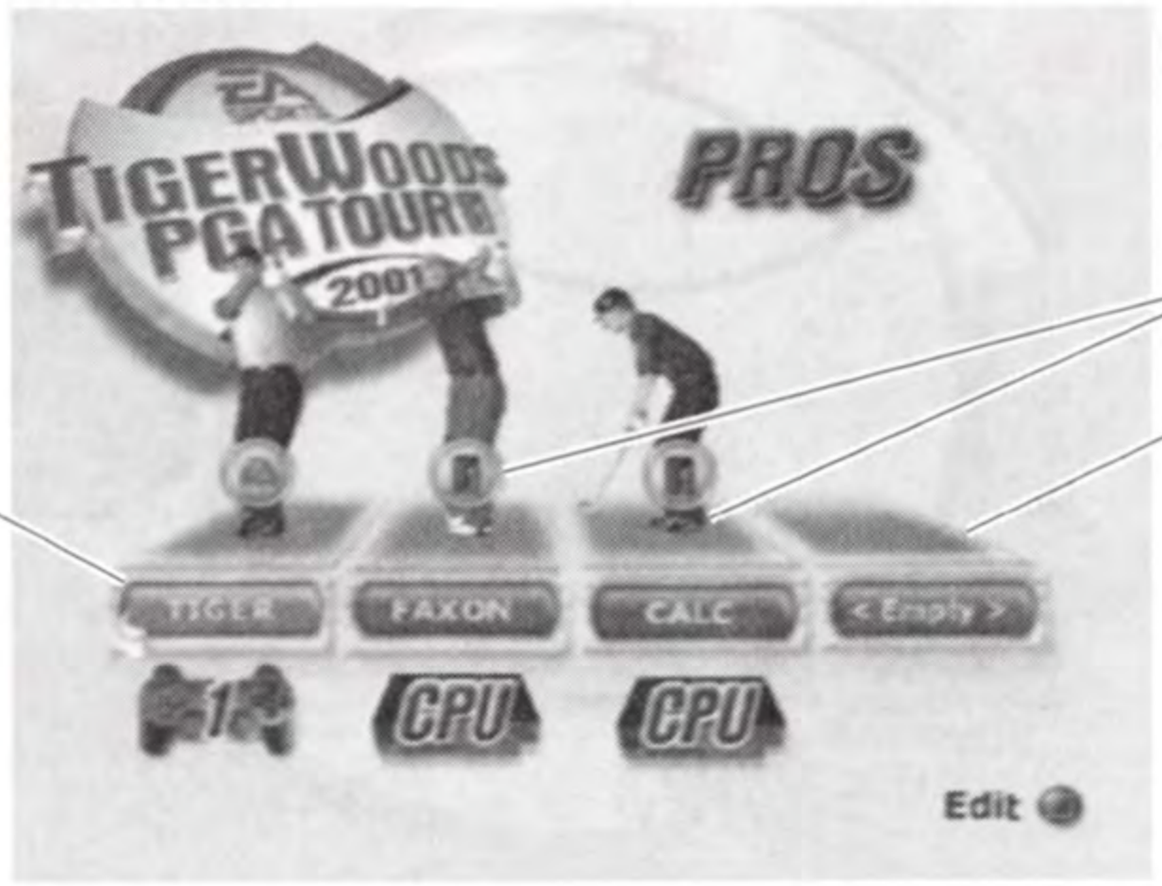
➪ To select an option from the Clubhouse, highlight your choice and press ✖ to advance to the next screen.

PROS SCREEN

NOTE: The Pros screen appears after you select any game mode.

Before you play any game mode, you must select a golfer. You can master the course as Tiger Woods or try your luck as one of the other talented PGA TOUR Pro golfers:

- Mark Calcavecchia
- Stewart Cink
- Robert Damron
- Brad Faxon
- Justin Leonard



Current Golfer

CPU golfers

Empty slot for another golfer

To select a Golfer:

1. From the Pros screen, press the D-Button ↕ until your golfer of choice is highlighted.

- To add other golfers to the game, press the D-Button ↔. You can play with up to four golfers at one time (Practice mode, EA SPORTS PGA TOUR Challenge, and Play Now are one player only).

⇨ To customize your golfer, press ■. (For more information, ➢ *Player Options* below). To change a shirt color, press ●.

2. After you select your golfer(s), press ✖ to reach the Course Select screen.

PLAYER OPTIONS

NOTE: Default options are listed in **bold** type.

CONTROLLER — Assign a golfer to a controller. Press the D-Button ↔ to have a human player or the CPU control the golfer.

LEVEL — Select the difficulty level for your golfer. PRO is for the advanced gamer, **AMATEUR** is for those who have little to no experience on a golf course. The courses are harder to master when the level is set at PRO, but you can hit the ball longer.

NOTE: The Level Setting cannot be changed for TOUR Challenge.

EDIT NAME — You can personalize a golfer by creating a name. This helps identify the different golfers when playing in head-to-head games.

To edit a golfer:

1. To name a golfer, press ✖ on EDIT NAME to begin editing. An edit box appears.
2. Use the D-Button to choose a letter or number from the edit box and press ✖ to accept a letter.
3. When your name is complete, highlight OK and press ✖ to accept.

NOTE: To reset the golfer name back to the default name, highlight RESET and press ✖.

CLUBS

You can customize which clubs are carried in your bag. You are allowed to carry up to 14 clubs.

1. To change your clubs, press ✖ to reach the Club Select screen.
2. From the Club Select screen, highlight the club of your choice and press ✖. The club is either added or removed from your golf bag (the text turns red to indicate that the club is selected; blue when the club is de-selected).

➪ To return to the Golfers screen, press ▲ and then press ✖ to go to the Course Select screen.

COURSE SELECT SCREEN

Tiger Woods PGA TOUR 2001 features three championship golf courses including Spyglass Hill Golf Course™, Poppy Hills Golf Course™, and Pebble Beach Golf Links®.

To select a course:

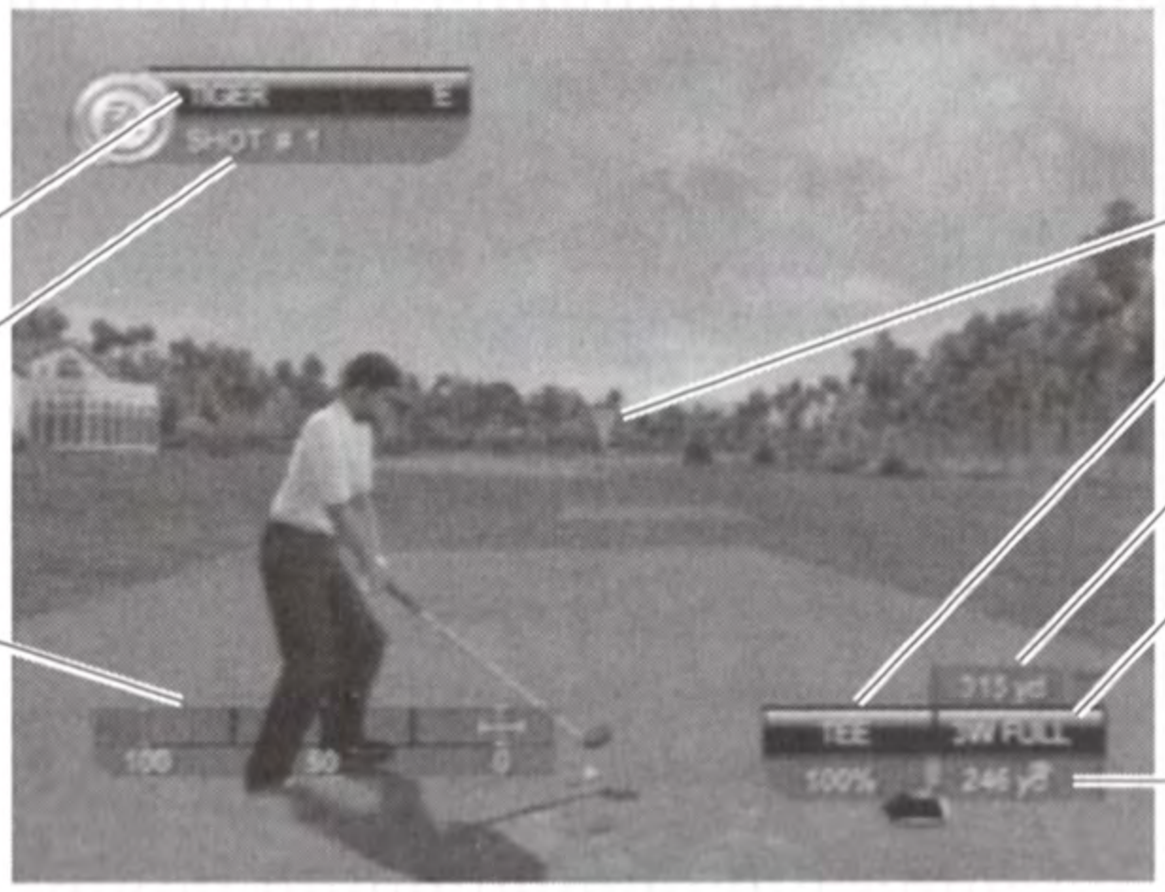
1. From the Course Select screen, highlight the course of your choice and press ✖ again to begin play (➢ *Playing the Game* on p. 9).

NOTE: In Play Now and TOUR Challenge the golf course is chosen for you.

PLAYING THE GAME

Take on the best from the PGA TOUR.

GAME SCREEN



Current golfer and current score

Number of shots on current hole

Swing Meter

Target arrow

Lie of the ball

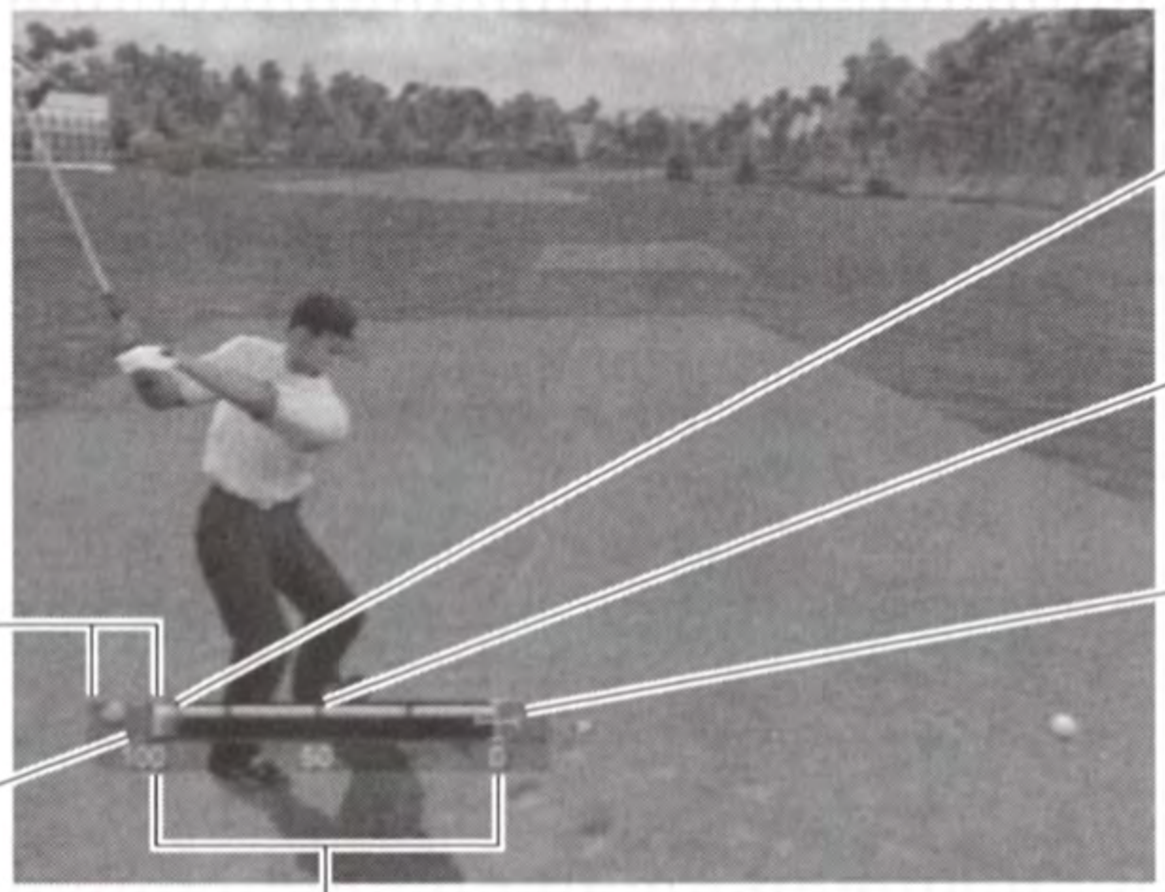
Total yards to cup

Club and Shot Select (Full/Punch/Pitch/Chip)

Distance potential of the club

THE SWING METER

The Swing Meter determines how much power and accuracy you have on your shot when driving, swinging, and putting.



Power Guide

50% power

Contact crosshair for best accuracy

Overswing area

100% power

Hit Zone

THE GOLF SWING

EA TIP: Be sure to view the instructional videos in the Options menu for additional instruction.

How to swing:

- Press the left or right analog stick ⇩ to start the backswing (the analog stick does not need to be held in the back position). When the Swing Meter is closest to the 100% mark, press the same analog stick ⇧ to begin the downswing. The straighter you execute your motions, the straighter the ball will fly. Your golfer takes care of the rest.

EA TIP: The yellow power guide on the meter can help you line up shots that are less than 100%.

How to aim:

- Press ● to enable the Zoom Aim camera. This gives you a good look at the area you are currently targeting.
- To aim the yellow target anywhere on the course, press the D-Button in the direction you want your shot to go.

NOTE: The shot information that appears above the yellow target gives you the distance and elevation of the target point.

- Moving your target does not change the distance a club can hit, but it does move the power guide to reflect the percentage needed to reach it.
- If the target is yellow, your aim is in play. If it's red, your aim is out of play.

How to change the power of your swing:

- Press the left or right analog stick ⇩ during your backswing until the desired power level is reached on the Swing Meter.
- The longer you wait before starting the downswing, the more distance the ball travels.
- Press the same analog stick ⇧ to set swing power and strike the ball.
- The swing power increases as it moves left along the swing meter.

EA TIP: A full backswing can be too powerful in some situations on the course. Use a half-swing or a quarter-swing by pressing the left or right analog stick ⇧ at the appropriate time during your backswing.

EA TIP: When you use overswing for extra power, the Swing Meter moves faster and your mistakes are exaggerated. A slight miss in the accuracy zone could mean a big slice or hook.

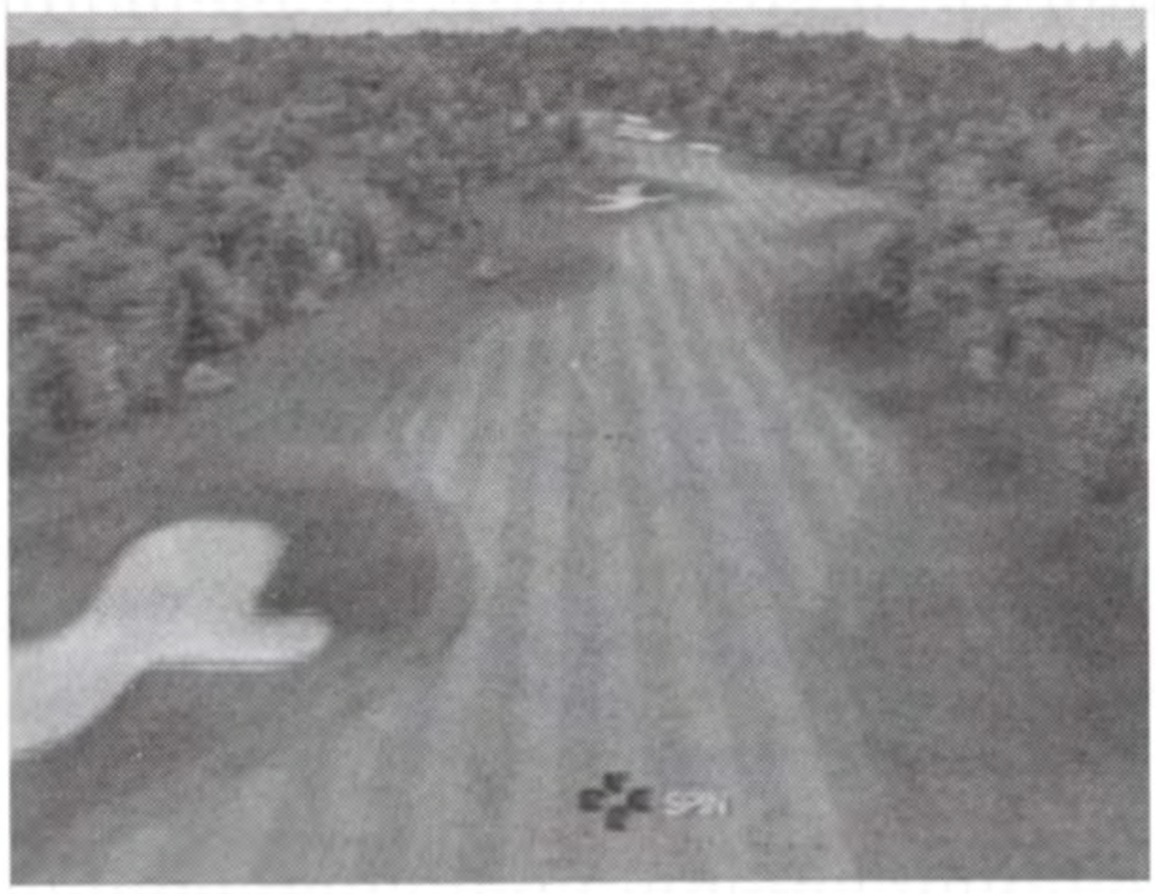
ADVANCED TECHNIQUES

HOW TO USE FADE, DRAW, TOPSPIN AND BACKSPIN:

Once the meter has been put into motion, you can press the D-Button to add spin to the ball flight. Press the D-Button ⇦ to move the crosshair left for draw, press D-Button ⇨ for fade, press the D-Button ⇧ up for top spin, and press the D-Button ⇩ for backspin. Be sure to hit the center of the crosshair for best accuracy.

EA TIP: Don't forget to watch the wind. The stronger it's blowing, the more it will affect your shots.

SPIN CONTROL



Press on the D-Button to add Spin Control

Ever hit a bad shot and wish you could correct it mid-flight? Now you can. Spin Control allows you to put "English" on the ball while it's in the air.

After your swing, you can influence the ball flight on drives and fairway shots.

- When your ball is in flight, press the D-Button to apply real-time spin and steer the shot (only from tee or fairway lies).

EA TIP You can combine two different spins to put extra movement on your ball. For example, you may choose to steer the ball to the left as well as add backspin.

- If you are a golf purist, you may want to turn Ball Steering off, or you may find the temptation to use it too great.
- You can turn Spin Control **ON**/OFF from the Options menu, or in the In-Game Pause menu. When OFF, you can only control the spin by pressing the D-Button (fade, draw, topspin, or backspin) before the shot. You have no control once the ball is hit.

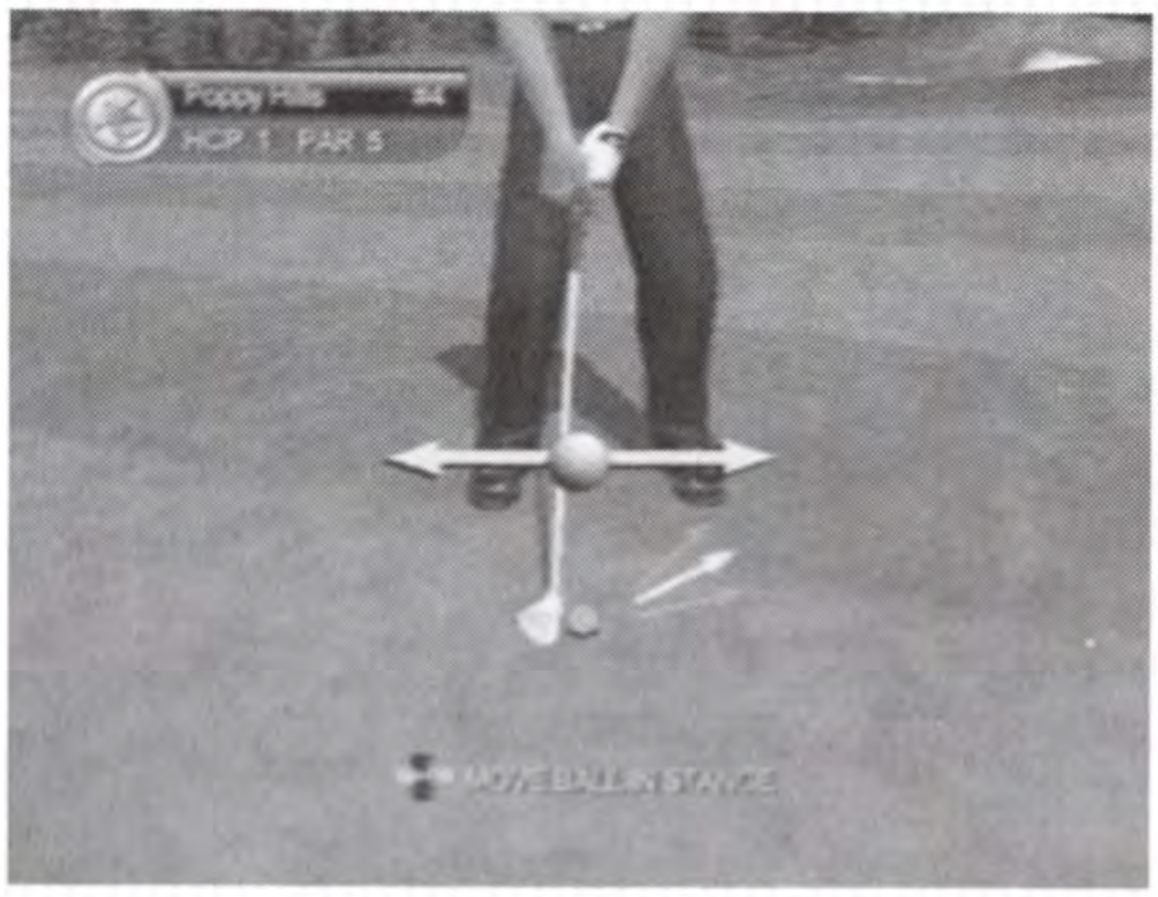
ELEVATED CAMERA

Get a bird's eye view from above

Another way to determine shot strategy is by looking at the current hole with a view from above.

- At the beginning of each hole, press **R1** to scan the entire hole with an Elevated Camera view.

BALL STANCE

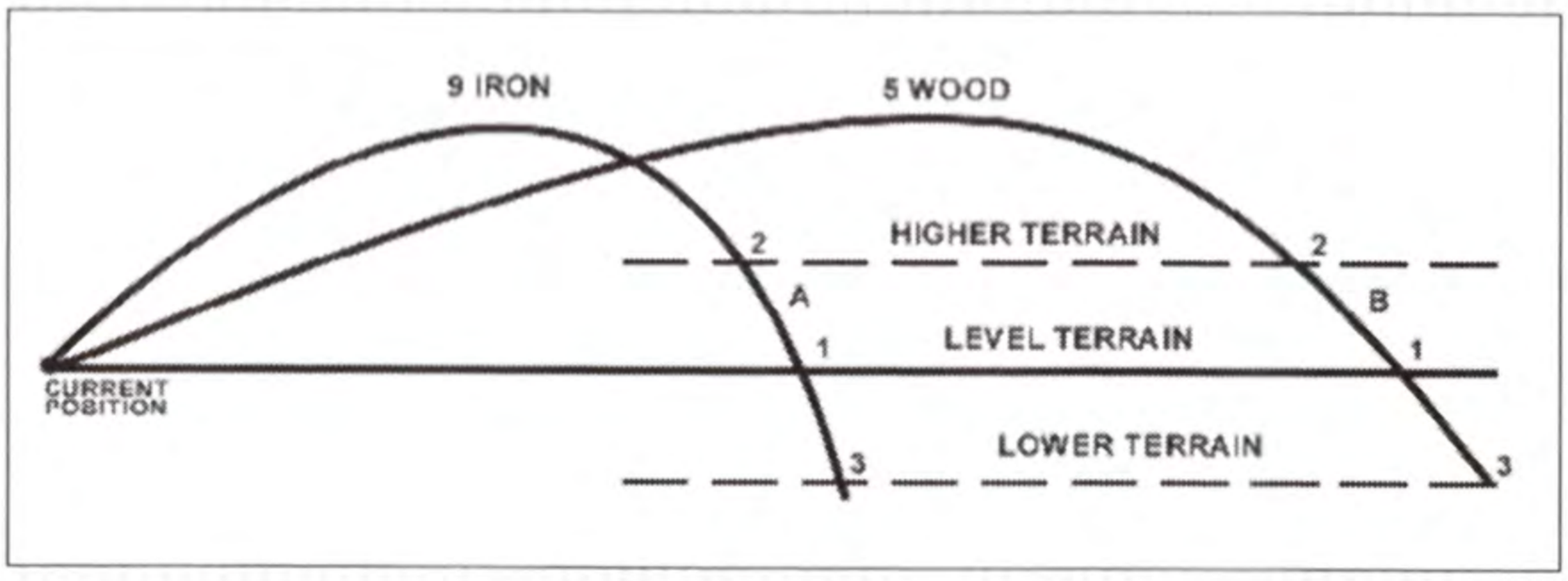


Ball Stance helps change the direction of your flight when you tee off. Positioning the ball forward in your stance will put more loft on the ball. Positioning the ball back in your stance will keep the ball flight lower.

- To move the ball in stance, press and hold **R2** and then press the D-Button left or right before you tee off.

HITTING TO HIGHER OR LOWER TERRAIN

Often times your target is not level with your current position. This will affect the true distance that a club will hit. The image below is a side view that traces the trajectory of ball flight as if hit with a 9-iron or a 5-wood.



- Follow trajectory illustrated above from left to right. You will notice that if you are hitting to a target that is higher (**2**) than your current position, it will land shorter than if you are shooting to a level target (**1**). The ball will travel farther if you are hitting to a target that is lower than your current position (**3**).
- The steep angle of higher lofted clubs (**A**), such as a 9 iron, will mean that the difference between hitting to a higher/lower target and a level target is less dramatic than balls hit with a lower lofted club (**B**), such as a 5-wood.

The illustration on the left is an oversimplification of how changes in elevation will affect your shots. Always check your target's relative height to your current position and watch how it affects your shots. You may learn that sometimes a shorter or longer club may be needed.

PUTTING

How to putt:

Putting is the key to any good golf game.

- When on the green, press the left or right analog stick ⇩ to start the backswing and ⇧ to begin the downswing.
- Use the putting line bullseye to help you gauge your shot to the cup.

NOTE: A miss hit will drain some of the distance off your putt.

Reading the Green:

1. On putts, the green is not always as flat as it looks. Read the green more precisely by pressing ✖ to view the green from behind the golfer, or ▲ to view the green from behind the hole.

- To aim the target, press the D-Button in the direction you want your shot to go.

EA TIP: While holding ✖ or ▲, you can rotate the camera by pressing **R1** and **R2**.

CLUB SELECTION

Every club is different. From your driver to your putter, each club has a distinct purpose in terms of distance and loft.

Once you've planned your shot and set your target, select a club that can deliver the results you need. The lower-lofted irons (3 Iron, 4 Iron, etc.) provide greater distance while higher-lofted clubs (8 Iron, 9 Iron, sand wedge, etc.) provide greater height and backspin to hold the green better. Your 3-wood and 5-wood are best used on the long fairways, and the big driver is great from the tee.

EA TIP: To get a good feel for your clubs, hit a few balls in Practice mode.

SHOT SELECT

There are six shot types:

FULL — Sets up a full swing with the appropriate club for the targeted distance.

PITCH — Sets up for a shorter, higher flight. This shot selection is useful for short- to medium-range shots that need loft to sit on the green and stick.

CHIP — Sets up a short 'chip' onto the green with ample roll to the pin.

PUNCH — Sets up a low shot without much backspin. Good for hitting under trees. Its low trajectory shot also minimizes the effect of the wind.

BLAST — Sets up a shorter, higher flight from the sand. This shot provides loft for the short to medium range shots onto the green or fairway.

PICK — Sets up a full swing from the sand to "pick" the ball off the top of the sand. This shot provides a normal ball flight for hitting with distance from the sand.

➪ To choose your shot selection before you hit, press ■.

NOTE: The number below the lie description indicates the amount of "normal" power you will get when hitting from that lie, where normal means fairway power. For example, when hitting from the rough, the number might say 85%, which means you're losing 15% of your power due to hitting from the rough.

ON THE COURSE

MULLIGANS

Sometimes in a friendly game of golf, you'd like to have a "do-over" after a wild shot. That's where Mulligans come into play. A Mulligan erases any shot and puts the ball back at its original spot on the course.

➪ To take a Mulligan, press ● during your shot prior to the ball coming to a rest.

OUT OF BOUNDS/WATER HAZARDS

Every now and then a wild shot lands in a water hazard or out of bounds. When the ball lands out of bounds, you must re-hit your shot from its original spot, counting one stroke for the misplayed shot and one stroke for the penalty. For example, if your first tee shot lands out of bounds, your next shot from the

tee is counted as your third. Likewise, a one-stroke penalty is assessed for hitting into a water hazard, and you are given the choice to play your ball near the point of entry (drop) or re-hit from the original spot.

TAP-INS

When the ball lands or rolls within two feet, you can tap in your next shot.

➪ When *Tiger Woods PGA TOUR 2001* offers you a Tap-In, press ✖. The ball automatically goes in the cup, and the stroke is assessed. To cancel, press ▲.

SCORECARD

The Scorecard appears after each hole. Here, you can view your hole-to-hole score, overall score, par for each hole and score for the other golfers. You can also view the Scorecard from the Pause menu.

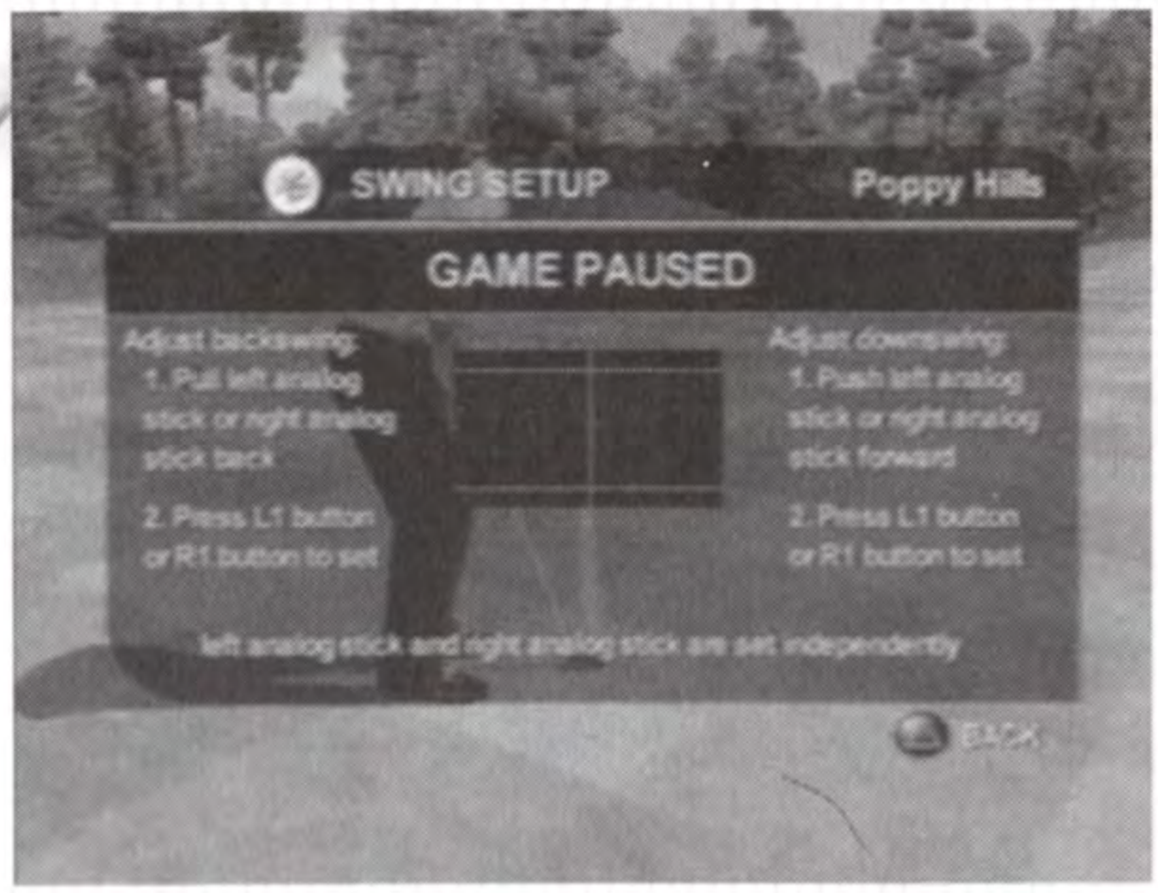
PAUSE MENU

➪ To reach the Pause menu while on the course, press **START**. After you make your adjustments, press ▲ or **START** to return to the course.

SOUND	Turn the sounds of the game **ON**/OFF.
AMBIENT	Turn the ambient sounds of the game **ON**/OFF.
SPIN CONTROL	Turn the Spin Control **ON**/OFF.
HELP SCREEN	View the button commands of your controller.
SWING SETUP	Customize your swing (➢ p. 16).
SAVE	Save your current game to a MEMORY CARD (8 MB) (for PlayStation 2)(➢ Saving/Loading on p. 18).
RECORDS	View statistics for the top five golfers in the 10 different categories.
SCORECARD	Check out the scorecards of all participating golfers and view the player Leaderboard (when applicable). Also view the TOUR Card in the EA SPORTS PGA TOUR Challenge.
NEXT HOLE	Move on to the next hole on the course (Practice mode only).
PREVIOUS HOLE	Move back to the previous hole on the course (Practice mode only).
RESTART HOLE	Restart the current hole (Practice mode only).
QUIT	Quit the game and return to the Clubhouse.

SWING SETUP

You can customize your swing to best suit your swing style.



To customize your swing:

- From the Swing setup screen, pull the analog stick back to adjust your backswing and press **L1** or **R1** to accept.
- Push your analog stick forward to adjust your downswing and press **L1** or **R1** to accept.

GAME MODES

Tiger Woods PGA TOUR 2001 offers a variety of game modes for every type of golfer.

- To access a game mode, highlight GAMES from the Clubhouse and press ✖.

PLAY NOW

Jump into the middle of golf's most challenging scenarios. Take on 21 different pressure situations and see if you can defeat Monterey courses' toughest holes.

EA SPORTS PGA TOUR CHALLENGE

This unique game mode allows you to test your skills against the top PGA TOUR Pros. Starting off as an Amateur, you must compete in several events and earn your way to the Pro ranking. Along the way, you earn money with the stakes getting higher as you progress. Once you turn Pro, your ultimate goal is to become the EA SPORTS PGA TOUR Challenge champion.

To start the EA SPORTS PGA TOUR challenge:

1. From the Clubhouse, select Games from the Clubhouse screen.
2. Select TOUR from the Game menu. The Golfers select screen appears.
3. Select your golfer for the EA SPORTS PGA TOUR Challenge and press ✖. Your first challenge (Event #1) appears.

4. Read the object and goal of Event #1 and get ready to begin your game.

NOTE: You are only allowed to save between events when playing this mode.

PRACTICE

Play any hole on any course at any time. Here you are allowed unlimited Mulligans and can take as many practice swings as you want in order to master the game. Learn each hole's intricacies to turn those Pars into Birdies and Eagles.

- You can skip to the next hole from the Pause menu.
- All holes are defaulted **ON**.

STROKE

Stroke play is a basic round of golf for up to four players. Golfers try to complete a round with the fewest strokes, competing against par. Tee-off honors are awarded to the golfer with the lowest score on the previous hole and one Mulligan is allowed per nine holes.

MATCH

Match Play is golf one-on-one. Each player tries to win holes and the winner of each hole gains a point. Tie scores for a hole result in no additional points for either player.

HOLING OUT

If a player finishes a hole in fewer strokes than his opponent can match, the remaining ball in play is picked up and both players move to the next hole.

DORMIE

When one golfer is one hole away from mathematically eliminating another golfer then the golfer is labeled "Dormie." For example if golfer A is up 2 holes going into the 16th hole, then golfer A is "Dormie 2."

THE SKINS GAME™

In The Skins Game, two to four golfers compete hole-by-hole for a monetary purse called a skin. The goal of Skins is to win as many holes as possible and walk away with the most money. To win a skin you must win the hole outright. The winner is the golfer with the most money at the end of the round. Mulligans are not allowed.

HALVE A HOLE

If two or more golfers tie ("halve") for the best score on a hole, the skin for that hole is carried over. The next golfer that wins a hole outright wins all carryover skins. Theoretically, all skins could carry over to the final hole. If two or more golfers "halve" the last hole, they'll begin a hole-by-hole playoff to determine the winner of the remaining skin(s).

TOURNAMENT

Compete against a field of golfing stars from the PGA TOUR in a 72-hole tournament. The golfer with the lowest total number of strokes at the end of the final round is the winner. Tap-ins are allowed.

OPTIONS MENU

Set up the perfect golf atmosphere from the Options menu.

➪ To access the Options menu, select OPTIONS from the Clubhouse.

CLUBHOUSE OPTIONS MENU

SOUNDS	Adjust the sound effects **ON**/OFF.
AMBIENT SOUNDS	Set the volume of the menu music and course sounds **ON**/OFF.
VIBRATION	Turn the controller vibration **ON**/OFF.
RECORDS	View all-time records for a featured golfer in 10 statistical categories. High scores are added to the records screen.
INSTRUCTION	View the Basic Swing, Advanced Swing and Putting tutorial movies.

EA SPORTS

CREDITS

View team credits for *Tiger Woods PGA TOUR 2001.*

EA SPORTS GAMES

View a video of EA SPORTS' current lineup.

SAVING AND LOADING

Saving and loading is only supported from MEMORY CARD slot 1, or MEMORY CARD slot 1-A when using a multitap (for PlayStation®2).

NOTE: Users cannot save in the middle of a Play Now Scenario or TOUR Challenge event.

SAVING

To save your current progress:

1. While in a game, press START to access the in-game pause menu.

2. Highlight SAVE in the menu and press ✖. The Save screen apppears.

3. Select a save game slot and press ✖ to initiate the save.

NOTE: You will be prompted at the end of each round to save your Records and Golfer Settings.

LOADING

To load a previously saved game:

1. From the Clubhouse screen (Main Menu), highlight LOAD GAME. The Load screen appears.
2. Highlight the appropriate save game slot and press ✖ to initiate the load.

NOTE: Never insert or remove a MEMORY CARD (8 MB) (for PlayStation 2) while loading or saving files.

CREDITS

ENGINEERING

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Additional Art: Dimitri Bourdos, Becky Chow, Ian House, Andrew Hsu, Chris Jung, Tim Lajoie, Joon-hyuk Lee, Steve Peterson, Justin Prazen, Gil Valadez, Mars Vilaubi, Paul Vernon

Intern Artists: Ryan Gerrish, Jodi Miller

Modeling Assistance: Chad Green

Lighting Assistance: Craig Slagel

Mo-cap Specialist: Matthew Wynne

Mo-cap Assistant: Santiago Nunez

Mo-cap Team: EA Canada

Course Mapping: Darryl Sharp

Additional Animation: Treanor Brothers Animation

Additional Courses: Secret Weapon, Inc.

Additional Modeling: Meshwerks

PRODUCTION & DESIGN

Producer: Danny Pisano

Associate Producer: Jon Sell

Assistant Producer: James Vitales

Executive Producer: John Vifian

Development Director: Dana Tom

Technical Directors: Dave Bunch, Brent Iverson

TEST TEAM

Lead Tester: Brett K. Lee

Assistant Lead Tester: Shawn R. Green

Testers: Dusty Booker, Jeff Cushenberry, Adam Goldey, Kit Hayslett, Aaron Lockhart, Marcin A. Marciniak, Shaun Morton, Brad Solari, Gabriel Darone

AUDIO

Sound Effects: Tony Berkely

Music Composers: Jim Hawthorne, Brad Gillis

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Public Relations: Trudy Muller, Wendy Spander

Team Administration: Kathleen Tarnutzer

Language Localization: Atsuko Matsumoto

Documentation: Gabe Leon

Documentation Layout: Corinne Mah

Senior Project Manager: Cole Bronn

Business Affairs: Robert Gonzales

Contract Administration: Milly Ng, Brent Allard, Victor Zarate, Marco Rhodes

Mastering Lab: Yakim Hayuk, Michael Yasko, Michael Deir, Chris Espiritu, James Bailey

Media Blitz: Murray Allen, Randy Eckhardt, Marc Farly, Ken Felton, Rob Hubbard, Eric Kornblum, Jerry Newton, Alison Wong

Legal: Kimberly Kostas, Jennifer Damewood, Sue Garfield, Lisa Tensfeldt

Studio Operations: Paulette Doudell, Steve Sammonds, Rosalie Vivanco

Engineering Support: Cedric Bermond, Dan Burnash, Erik Holden, Maurice Ko, Tom Boyd, EAC Tools Group

Customer Quality Control: Tony Alexander, Micah Pritchard, Dave Knudson, Andrew Young, Darryl Jenkins, Dave Kellum, Benjamin Smith, Anthony Barbagallo

VOICE TALENT

Instruction & Voice: Roger L. Jackson

Additional Voices: Andrew Chaikin, Dave Boat, Joe Paulino, Dave Williams, Tiger Woods...as himself

SPECIAL THANKS

John Batter, Steve Cartwright, Scott Cronce, Bob Nicoll, Jay Riddle, Jeff Smith, Wesley Haynes (PGA TOUR), Luis Salcedo (PGA TOUR), Mark & Tara Steinberg (IMG), Greg Narad (Nike), Deep Cliff Golf Course

Package Cover Photography: API Worldwide

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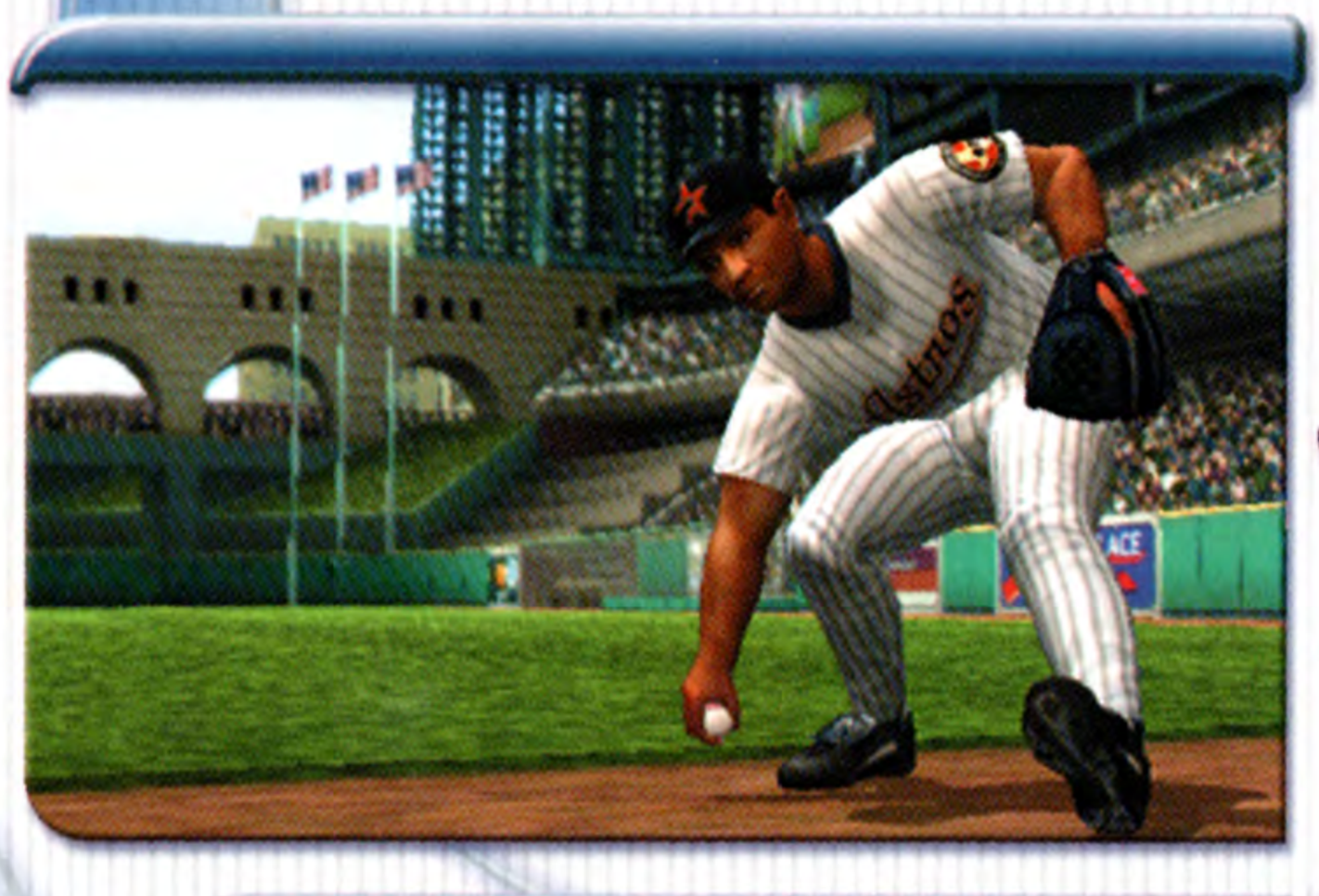
TIGER WOODS PGA TOUR® 2001

STEP OUT OF THE STANDS AND UP TO THE PLATE

EA SPORTS™ TRIPLE PLAY BASEBALL



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